

CARNIVORES

ICE AGE

THE ULTIMATE DINOSAUR
HUNTING HANDBOOK
vol. 2

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About DinoHunt Corporation

2190 AD. On a routine exploration mission, research vessel FMM UV discovered a planet with a suitable climate for humankind. During the initial scouting expedition this young planet was declared inhospitable for colony life due to its unstable terrain and immense population of prehistoric reptiles. News of this amazing planet spread and reports of the "Dinosaur Planet" led an earth corporation to purchase the rights to the planet, and create DinoHunt Corp. DinoHunt created the unique opportunity for paying customers to become dinosaur hunters for the first time in 50 million years. DinoHunt Corp scientists found Ice Age animals living in the Arctic regions of planet FMM UV-32 and they set up a separate hunting program for big game living there.



**TOGGLE
WEAPON**

CARNIVORES

ICE AGE

FIRE

BINOCULAR

FORWARD

CALL

**STRAFE
LEFT/RIGHT**

**TOGGLE
MAP**

BACKWARD

VIEW

PAUSE

Controls layout

x OK

GAME OPTIONS

Measurement

Switch between Metric (meters) and Imperial (feets) measurement units.

Sound Volume

This slider control the sound effects and ambience volume level.

Sensitivity

Changes camera movement speed factor. Just adjust it for your best fit.

Invert Camera

Vertical and Horizontal camera inversion.

NOTES ON HUD ELEMENTS

The **Wind Indicator** inside the **Compass** shows wind direction by the arrow, and the length of the arrow denotes the force of the wind. At the top of the compass it shows your current direction.



The **map** allows you to pinpoint your location on any island. The map is used with the radar, as stated above to point out locations of the animals. To navigate on map always remember that **North** is on top of map and **South** is on bottom.



With the **binoculars**, you can see just outside of your normal viewable range, and centering on the animal will show you the it's size.



The **Call** imitates creatures' native sounds to attract them. The call, when overused, can scare plant eaters, or attract meat eaters to your location, so be careful.



WEAPONS

9mm Pistol

This weapon has a rapid firing rate, but its accuracy declines with range. It is very good for close combat, but is poor for distant shots. The pistol will scare herbivores, but may attract the predators, who have learned to associate the gunshot sounds with an easy meal.

Shotgun

This is a very powerful weapon. Since it uses buckshot, however, the damage it can do will decrease significantly over distance. Shooting this weapon requires less precise aiming due to the spread of the buckshot. The shotgun will scare plant eaters, causing them to scatter, but the noise will alert carnivores, which can be dangerous for you.

Double Shotgun

This weapon is similar to the shotgun, but can fire two rounds almost simultaneously. However, the added noise will scare herbivores and even some small predators.

The X-Bow

This weapon has two target areas, called aiming pins. The top pin is sighted in for **131 ft (40 meters)**, and the bottom pin is sighted for **262 ft (80 m)**. This weapon is relatively silent, and can be shot several times without alerting animals, but the difficulty of aiming it takes some practice.

Rifle

The target area for this weapon is the center of the circle. Although powerful, aim well - the noise from this weapon will attract the dangerous animals.

Sniper Rifle

This weapon is very accurate at long distances. The range of the scope goes as far as the binoculars, but limits your peripheral vision. This is not a weapon for a charging animal, but is deadly with distance.

Laser Rifle

This new, experimental weapon is super accurate, and will shoot exactly where the crosshairs looking at. This is mid-range rifle, however it's firepower is incredible big - its can kill the Mammoth with a 2 shots.



HUNTING ACCESSORIES

Tranquilizer

Tranquillizing an animal is an alternative to killing it. This will drop the animal where it stands with a quick-acting drug. Use of the Tranquillizer increases **25%** of your total points acquired during that hunt, but you are **unable** to include a tranquilized animal in your **trophy** room.

Radar

This allows you to view the animals locations on the map during your hunt. Animals are depicted on the map as colored dots. Your location is shown as the a circle surrounding spot. When radar is equipped, you able to see your view angle. Please note that the map shows only the animals you are hunting. All other animals are masked. Use of the radar deducts 30% from your total points acquired during that hunt.



HUNTING ACCESSORIES

Cover Scent

This item allows you to mask your scent, reducing the likelihood of you being spotted by the animal. Use of the Cover Scent deducts 20% from your total points acquired during that hunt.



Camouflage

This special suit decreases the animal's ability to detect you by sight. Use of the Camouflage deducts 15% from your total points acquired during that hunt.



Note: Credits are deducted from your hunt with the use of accessories items. To use any item, simply select it via checkbox in the menu.



ANIMALS BEHAVIOR

Each animal will react to a hunter differently depending on its nature. Some are more adept at detecting your scent, while others may see you in the distance, or hearing your footsteps. Once it takes note of you, a number of reactions can happen. Herbivores may run away or attack you if they feel cornered. Carnivores may attack you head on, or gather in an organized pack to flank you and take you out. **Warning:** Wolf, Diatryma and Smilodon attacks immediately in 90% cases as see player.

TROPHY ROOM

This is where you may browse your trophies in 3D, walking up to and around each of your kills. Once your trophy room is full, all new, bigger trophies will replace the smaller trophies.

ANIMALS FOR HUNTING

Brontoteriy

This large herbivore looks something like a huge rhinoceros, but with a Y-shaped horn, which makes it dangerous when cornered. It is the first animal available to hunt, and is the second largest herbivore in the game. In the game, the animal is covered in fur, while in real life Brontotherium was probably covered in a hard, rhinoceros-like skin. The Sioux believed these creatures produced thunderstorms when running over the clouds, and called them "thunder horses". Dangerous on close distances.



Wild Boar

This piglike creature has a pair of long tusks, which serve as weapons and tools. Eyesight is weak, but sense of smell and hearing are very good. It is a plant-eater, but can be very dangerous when wounded. Dangerous if wounded.



Wolf

This giant species of wolf can be very dangerous. Often, when the hunter approaches a dire wolf, it will jump around and bark playfully. But once the hunter shoots and misses, the wolf will pounce on him/her and toss the hunter around like a domestic dog would do with a chew toy. Very dangerous.



Woolly Rhinoceros

This prehistoric rhinoceros is covered in coarse fur, which keeps it warm in the cold environment of the polar regions. The woolly rhinoceros used its horns to sweep snow away from vegetation so it could eat in the winter, and is also thought to have used its horns for defensive purposes and to attract mates. Dangerous if disturbed.



Diatryma

This giant prehistoric bird is the velociraptor of the Ice age, running toward the hunter and pouncing on him/her. They had a large beak that can break bones. These birds were predators and scavengers of Ice age. Very Dangerous.



Megaloceros (Giant Deer)

Megaloceros (a.k.a. Giant deer, Irish elk) was a large member of the deer family. Its massive antlers could span 12 feet across, and could've been used for scraping away snow, or self defense. It is normally peaceful, but at a close range, the giant deer will gore the player with its huge antlers and shake him like a rag doll. It is also one of the weakest creatures in the game. Can attack on close distances.



Smilodon

Smilodon was a large, predatory cat that roamed in Ice age. It is also known as the "saber-toothed cat" or "saber-toothed tiger". Even though it is well known for its huge fangs, it probably only used these to sever important arteries once its prey was subdued, and not in fierce combat. It is the most aggressive carnivore in the game, rightly described as "extremely dangerous".



Mammoth

This hairy elephant-like animal eats plants, but its huge size and long tusks make it dangerous when wounded. When killed, the hunter will be tossed around by a mammoth and occasionally slammed on the ground. The Woolly Mammoth is the Largest Herbivore that is King of the Ice Age Winter. Dangerous if wounded.



Bear

This giant ancestor of grizzly is much fiercer than its modern relative. Standing up to ten feet tall on its hind legs, this killer is to be avoided at all costs. The Cave Bear is the Largest Bear. It is also the biggest of all bears ever discovered. Extremely dangerous!



Unknown animal

DinoHunt Corp's explorers are discovered unknown life forms during their first hunting expeditions. The creatures still unrecognized so be careful if you discover an unknown animal during the hunt, it might be extremely dangerous.



Other Animals (Not Scored)

These animals aren't dangerous but they can't be hunted and won't increase player's score.

Archaeopteryx

Archaeopteryx is a prehistoric reptile that looks like a weird lizard-bird combo. It was one of the few birds that had claws on their wings. Archaeopteryx was roughly the size of a raven with broad wings rounded at the ends. It could reach up to 500 millimeters (20 in) in body length, with an estimated weight of 0.8 to 1 kilogram. Archaeopteryx had small teeth as well as a long bony tail, features which Archaeopteryx shared with other dinosaurs of the time.



Pig

Pigs are common farm animals. They are relatively easy to keep, and make great bacon, pork chops, bbq, sandwiches...



LOCATIONS

Area 1: McRath Island

Icy cliffs line the northwest side of this small island. Rolling hills covered in sparse vegetation and deep snowdrifts make this a relatively safe and open area for novice hunters. **Mild** difficulty.

Area 2: Ravaren's Bridge

This series of islands covered with lakes and frigid swamps is connected by an elevated bridge system. Pine trees crown this otherwise barren area, making good cover for hunter and prey alike. **Mild** difficulty.

Area 3: Ring of Infernus

Naturally secluded by a ring of extinct volcanoes, this area is a unique blend of desolate tundra and beaches that contrast sharply with the snow-covered peaks. **Intermediate** difficulty.



LOCATIONS

Area 4: Dry Nodus Lake

Small mounds and swamp are all that remain of a disappearing lake on this snowy island. Cut by glaciers into treacherous canyons and rivers, an unwary hunter can easily become trapped in the narrow areas.

Intermediate difficulty.



Area 5: The Giant's Boot

This area is named for the boot print-shaped lake in the western part of the island. Thick forests and numerous rolling hills make perfect hiding spots for dangerous prey. It is the most dangerous island available to hunt.

Advanced difficulty.



CREDITS FOR HUNTING

When you first choose HUNT, you are given **50 credits**. Use credits to select your hunting area, which animals you will hunt and which weapons and accessories you will use. Each animal, area, and weapon has its own cost, and the credits you have remaining determine what you can and cannot bring on your hunt.



Your total remaining credits are shown on the bottom of the screen at the center in the location, animals and weaponry select menu.

When you choose an item from the menu, other selections may become unavailable depending on your remaining credits. Available selections are colored, selected items have a red edging and unavailable items are gray. As you hunt the selected animal, each successful kill will result in a number of credits added to your account. You can kill more than one animal per hunting expedition, allowing you to earn enough credits to move into more advanced areas with more expensive weapons and more dangerous species.

CREDITS FOR HUNTING

However, if you are **killed by the animal**, all credits accumulated on that specific hunt are forfeit. You **must be picked up** by DinoHunt Corp's ship to keep the credits you earned.

There are various methods of increasing or decreasing your credits per animal. When you kill or tranquilize an animal, you will receive credits that are dependent on the type of animal and on your selected equipment usage.



Note: Tranquillizing rather than killing a animal will **increase** your credits per hunt by 25% (but sleeping animal **do not appears** in the Trophy room). Same time, using other items from the equipment list can also **reduce** your credits received from your hunt. Radar, for example, will decrease by **30%** the credits that you receive on that particular hunt.

SUGGESTIONS FOR A SUCCESSFUL HUNTING

- ➡ **Move into the wind**, so the animal will not catch your scent: It can spook herbivores and attract hungry carnivores.
- ➡ **Use the call** to attract prey to your location, and move to cover before making the kill. An elevated position usually makes the best spot to perch after you have made a call from the valley below. But do not use call too frequently.
- ➡ Novice hunters should **use additional equipment** (Camouflage, Radar and Cover Scent) until you feel comfortable with your hunting skills. While some points may be lost, learning animal behavior can be a lifesaver later in the hunt.
- ➡ Moving slowly **makes less noise** and will not startle the animals.
- ➡ Use your surroundings. **Climb hills** and **use the binoculars** to get a good view of the valleys below. Move around obstacles to flank your prey from upwind of them.
- ➡ When herbivores detect you, they will generally try to get as far away from you as possible. If you pursue them, they will usually **continue in the same direction** until they no longer detect you.

SUGGESTIONS FOR A SUCCESSFUL HUNTING

- ⇒ **Don't waste your shots** on non-target herbivores such as Pigs.
- ⇒ Carnivores often have difficulty in navigating cliffs and precipices. If you detect a predator early enough, jump into a ravine or over a cliff, and then pick off the beast as it attempts to find a way to you.
- ⇒ **Jumping into water** to escape predators **is not recommended**, as the carnivores move almost as quickly in water as they do on land.
- ⇒ If you get killed, all of your trophies and points from that hunt will be lost. Once you have a trophy, **it's best to evacuate and re-arm**. Don't get greedy!
- ⇒ It is not possible to reload your weapon during hunting. If you run out of ammo you will have to **leave the area** and **begin your hunt** over again.

CARNIVORES

ICE AGE

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**No animals were harmed during
the development of this game...**